

INSTRUCTION BOOKLET







WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

Visit www.esrb.org or call 1-800-771-3772 for Rating information.



THIS PRODUCT HAS BEEN RATED BYTHE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

CONTENTS

Loading4
Introduction5
Main Menu6
Options6
Controls
Game Modes
Single Player14
Quick Play
Exhibition
All-Star Game®15
Batting Practice
Home Run Derby [™] 16
Season
Managing Your Team20
World Series®
Multiplayer
Trading Cards
Credits

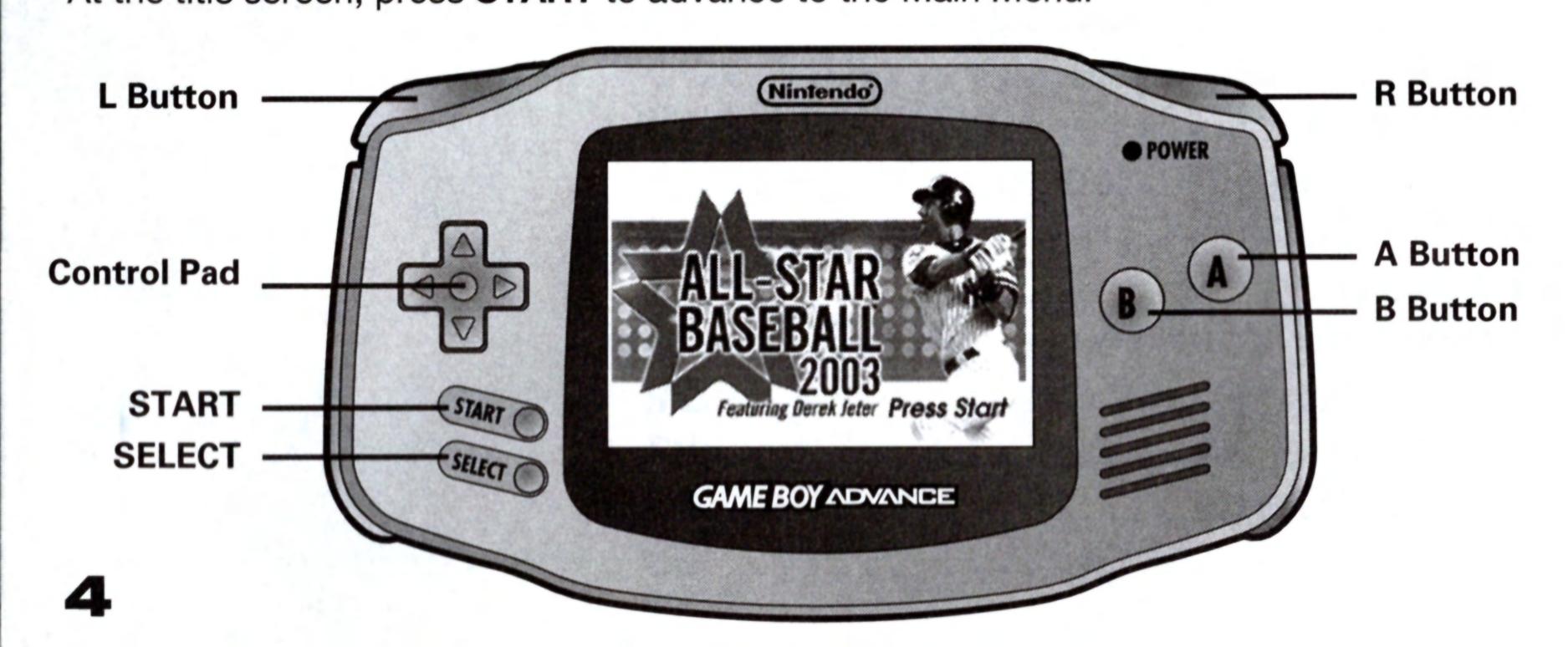


LOADING

- 1. Make sure the power switch is OFF.
- Insert the All-Star Baseball™ 2003 Game Pak as described in your Nintendo® Game Boy® Advance instruction booklet.
- 3. Turn the power switch ON.

Note: The ALL-STAR BASEBALL 2003 Game Pak is for Game Boy® Advance only.

ALL-STAR BASEBALL 2003 is for up to two players, using the Game Boy® Advance Game Link® cable (sold separately). Each player must have an **ALL-STAR BASEBALL 2003** Game Pak. At the title screen, press **START** to advance to the Main Menu.



INTRODUCTION

Baseball fans, welcome to All-Star Baseball™ 2003. This year we've got a terrific line up of features that make this our best game ever. The new Player Cards recreates the fun and excitement of trading baseball cards. Of course, there's all the great on-field action you've come to expect, like the Home Run Derby, Batting Practice, Season and World Series modes, and tons of off the field management input, too. You've got all the tools it takes to make a run at the World Series and have a great time doing it! See you in the post season!



MAIN MENU

Single Player Access all 1 Player game types: Quick Game, Exhibition,

All-Star Game®, Batting Practice, Home Run Derby™,

Season and World Series®.

Multiplayer Allows 2 Player Exhibition Mode link between two Game

Boy® Advance systems using the Game Link® cable.

Trading Cards View and swap Trading Cards earned during games.

Options Adjust various options.

Credits View the roster of talents who made this game for you.

OPTIONS

These are the basic game options. Note that several more are available in-game on the Pause menu.

Music Volume Move slider right (louder) or left (softer) to adjust music

volume.

Effects Volume Move slider right (louder) or left (softer) to adjust effects

volume.

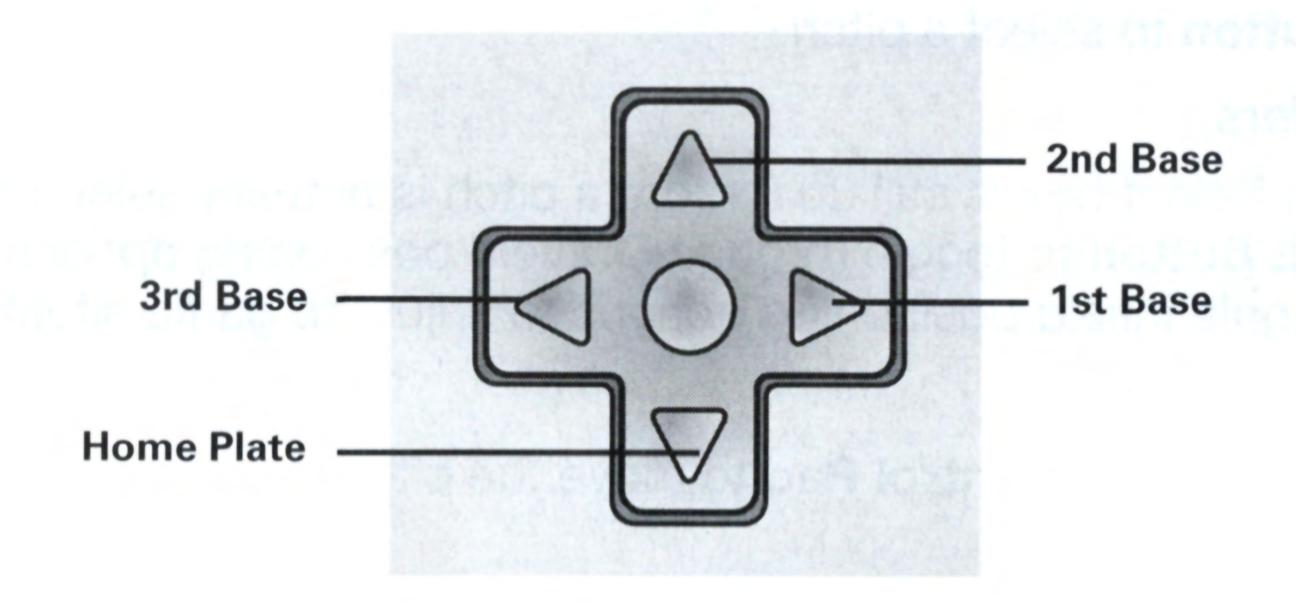
Crowd Noise

Play with crowd noise ON or OFF.

Auto Fielding

Set **ON** to have the computer automatically field the ball, or **OFF** to manually control fielding.

CONTROLS



DEFENSE

PITCHING

Pitch selection

Each pitcher has up to five pitches to choose from. His best pitch is at the top of the list, his worst at the bottom. Press **** or **** on the **Control Pad** to highlight a pitch.

Press the **A Button** to select a pitch.

Adjusting Fielders

While the Pitch Select box is still up (before a pitch is actually selected), you can press the **L Button** to toggle through Outfield positioning options or the **R Button** to toggle Infield positioning options to adjust to game situations.

Aim Pitch

Press a direction on the **Control Pad** to move the pitch target to the desired location.

Throw Pitch

Once a pitch is selected and located, press the A Button to throw the pitch.

Pick off Runner

Press the **B Button** and the desired base direction on the **Control Pad** to attempt to pick off a runner on base.

FIELDING

The currently controlled fielder is marked by a **YELLOW** highlight. The spot where the ball will land is marked by a **RED** target.

Press the A Button to switch fielders.

Press the **B Button** to dive for the ball or jump/scale wall depending on position of ball.

Press the A Button + Control Pad direction to throw to a base.

Press the B Button + Control Pad direction to toss ball to a base.

Press the L Button to throw to the cut-off or relay man.

OFFENSE

At Bat

Press the **A Button** to swing.

Press the **B Button** to bunt.

Press the Control Pad to move the batting target.

Press the Control Pad + R Button to tilt the batting target.

Press SELECT to toggle the batting target from contact swing to power swing.

On the Bases

Pressing a direction on the **Control Pad + A Button** will advance a runner from a given base. Use the same controls to return a runner to a previously occupied base. On the batting/pitching screen (before a pitch is thrown), press a direction on the **Control Pad + L Button** to attempt a stolen base.

GAME DISPLAY

On OFFENSE



- Boxscore
- 2 Batting Target
- **3** Fielding Radar

Blue circles indicate a baserunner

GAME DISPLAY

On DEFENSE



- Boxscore
- 2 Pitch Select/Locator
- **3** Fielding Radar

PAUSE MENU

Press **START** while a pitcher's on the mound and a player is at bat to access the pause options.

Play Ball Return to game play.

Box Score View current tallies for each team.

Manage Bullpen While on defense, you can choose to bring in a fresh

pitcher from the bullpen. Highlight the pitcher you wish

to bring in and press the A Button.

Change Lineup This allows you to swap player positions during a game.

Pinch Hitter Substitute a different hitter. This player takes the

current hitter's place both at bat and in the field. The

other player is out of the game.

Game Options Set game options (see page 6 for details on Options).

Change Controls Choose to control the other team currently playing.

Quit Game Quit the current game and return to the Main Menu.

GAME MODES SINGLE PLAYER

The following modes are all for one player.

Quick Game

Quick Game mode is a one game match between two teams randomly chosen for you. You only need to choose your difficulty setting.

Selecting Teams and Difficulty Level

In most Single Player games (excepting Quick Game), you choose which teams will compete and which team you wish to control, as well as Rookie, Veteran or All-Star difficulty levels. In Quick Game, Exhibition and All-Star Game modes, you can control either team. In modes like Season and Series, you only select the team you will control and the computer picks opponents.

Press ← or → on the **Control Pad** to toggle the selection arrows among the team areas at the left and right of the screen and the difficulty selection at the center of the screen. Press ↑ or ↓ on the **Control Pad** to cycle through teams or difficulty settings. When your teams and difficulty are set, press the **A Button** to advance. From there, it's on to the diamond!

14

Exhibition

An exhibition game is a single game that doesn't effect standings or stats—it's just for fun. Set up is similar to Quick Play, except you choose teams.

All-Star Game™

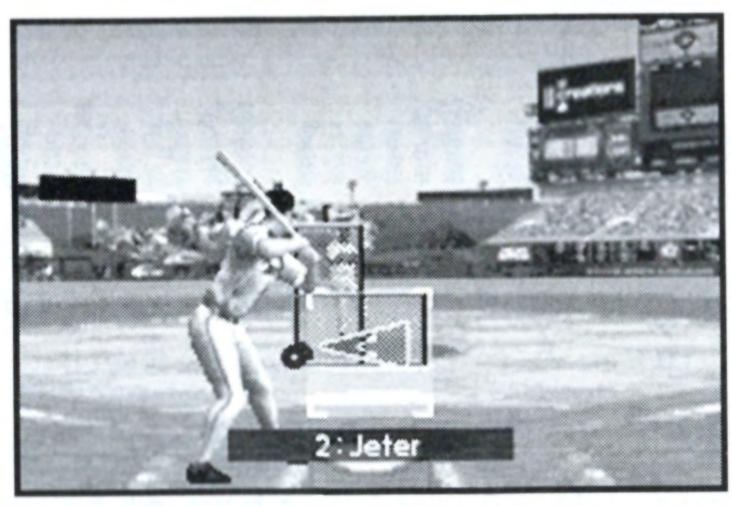
This one game midsummer classic is a favorite with players and fans. In this mode, you choose to control the American or National League All-Star team and set the difficulty level. The All-Star rosters are automatically chosen by the computer based on the 2001 season. If you wish to change the roster players, press **START** to pause the game, then select Change Lineup.

Batting Practice

Brush up those batting skills with a little Batting Practice! Once you select this mode, you will have these options:

Pitch Type Choose to practice against any specific pitch, or choose Random to practice against a variety of pitches.

Location Choose where you want the pitch thrown, or choose Random to have the computer surprise you.



Throws Choose to practice against Left Handed or Right Handed pitching. Stadium Choose the stadium you wish to practice in.

Player The player listed below the player heading is the one you bring into practice. To change batters, highlight the player name and press the A Button to go to the Select A Player screen. Next, press ♠ or ♣ on the Control Pad to cycle through teams, then press ♠ on the Control Pad to highlight the player roster for the current team. Press ♠ or ♣ on the Control Pad to highlight the desired player, then press the A Button to confirm your selection and return to the main Batting Practice screen.

Start Game Highlight start game and press the A Button to begin Batting Practice.

Home Run Derby™

A popular midseason diversion, the Home Run Derby pits the best sluggers in baseball against each other to see who can hit the most and farthest homers. Any pitch that is swung at and is NOT a homer is a strike.

You have these choices:

Style Choose what style of contest you wish to hold. You can choose Innings (the contest goes for 5 innings) or Modern styles: from 5 swings per batter up to 20 swings per batter.

Stadium Choose any ballpark to hold your slugfest in.

After choosing your settings, press the **A Button** to advance to the Home Run Derby Roster. By default, this roster features top hitters from each league. If you wish to swap out a hitter for another, simply highlight a current roster player and press the **A Button** to go to the Select A Player screen, where you can cycle through teams and rosters to find the hitter you want. When that player is highlighted, press the **A Button** to swap him into the Derby roster. When you are satisfied with your Home Run Derby lineup, highlight Start Game and press the **A Button** to begin the action.

Season

The Season is the heart of baseball, the long road from the Spring to the Fall, where you have what it takes to go all the way or must be content to watch your betters on TV! When you select Season mode, you will next choose New Season to begin a fresh season from the beginning, or Continue Season to resume a previous season where you left off. Just as in real life, you can only have one season at a time. If you select New Season before a current season is completed, you will be asked to overwrite it (erase all current season data) to make room for the new one. If you choose NO, you cannot start a New Season. Make your choice and press the A Button.

New Season

Once you select New Season, you will set up your Season.

Schedule Decide what type of season schedule you wish to play. There are a wide range of choices, everything from a 1 Game League (round robin) season to a full 162 Major League schedule, balanced or unbalanced, with or without interleague play. Make your selection and press the A Button to continue.

Select A Team Decide which team you will guide throughout the season. To the right of the team you will see their ranking overall and in the important categories. Select your team in the usual manner.

Season Main Menu

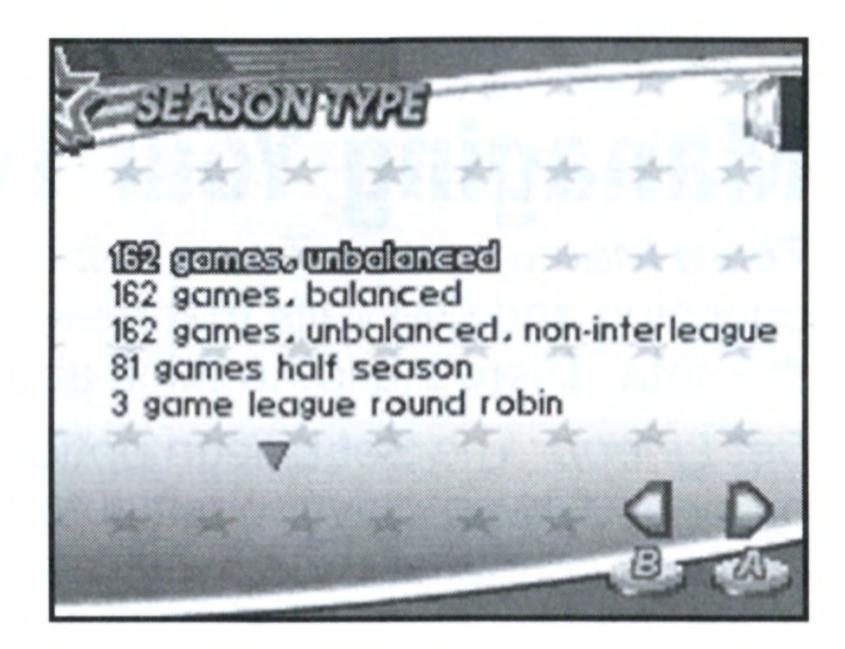
Whether you are starting a New Season or Continuing one, you will come to the Season Main Menu. If an option is not available, you will not be able to select it.

Play Next Game Play your next scheduled game with current settings.

Schedule View the current schedule of games and choose which ones, if any, you want the computer to simulate. To cycle through the schedule

calendar, press the **L Button** to go to previous a previous date in the calendar and the **R Button** to advance the date.

To simulate games: The computer will simulate games up through the last highlighted game on the currently displayed date. Adjust the calendar as described above to the date you wish to simulate through. When the game highlight is in the matchups area, press ♠ or ♣ on the Control Pad to highlight the



last game you to sim to and press the **A Button**. It will take a moment for the computer to run its simulation routine.

Standings View current standings for all divisions in each league. Press the **L Button** or **R Button** to cycle through leagues/divisions.

Statistics View comprehensive Season league and team stats.

Managing Your Team

Team Management Team Management is where you make the tough coaching and GM calls that make the difference between a ring or a ride on the sofa. There's a lot to think about, so let's dig in.

Set Lineup The Set Lineup option lets you sub in players, swap the batting order and swap player positions. The starting lineup of nine roster players appears in batting order, with bench players below. Move the highlight to a player and press the A Button to select him. Move the highlight to the player you want to switch for the first selected player and press the A Button. The players will switch places.

Set Pitching Staff Your pitching rotation appears in rotation order. To switch places, highlight a current roster pitcher and press the A Button to select him, then highlight a pitcher to take his place and press the A Button. The pitchers will switch assignments.

Trade Players Current players appear with their skill rank and position. To trade a current player, highlight him and press the A Button. The team select will become active, and you can press ♠ or ♣ on the Control Pad to highlight the team you wish to trade the player to. When that team is displayed, press ♠ on the Control Pad to activate the player roster area. Select the player you wish to trade for and press the A Button. You will be asked to confirm your trade. Note that the computer will not allow a completely unfair or idiotic trade.

Reset Rosters Reset rosters will reset all rosters to the deafult settings and return.

Statistics View a host of season stats, including League leaders, League hitting and pitching, and your own team stats.

World Series®

The World Series are the culmination of a season's worth of hard work, but you don't have to wait to enjoy the excitement of post-season play. Choose your teams and head right to the playoffs.

Playoffs Main Menu

Play Next Game Play the next scheduled Series game.

Series Summary View the current series schedule, records, and choose to simulate games.

Team Statistics View series stats for each team.

MULTIPLAYER

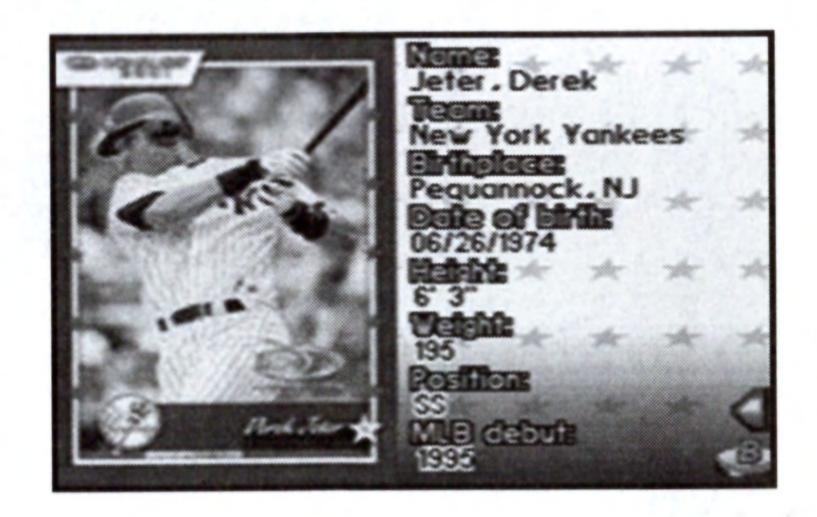
Multiplayer mode allows two players with Game Boy® Advance systems to play against each other. Each player must have Game Boy® Advance Game Link® cable (sold separately) connected, and each must have an **All-Star Baseball 2003** Game Pak.

When you first select Multiplayer mode, the Game Link® Status Screen will appear; the system will search for a Game Link® connection. If no Game Link® connection is found, this mode will not work.

TRADING CARDS

Trading Cards lets you earn cards every time you win a game. You can view your cards, trade them or discard them, or, if you're connected to a friend's Game Boy® Advance via the Game Boy® Advance Game Link® cable, to

swap cards back and forth! Press ♠ or ♣ on the Control Pad to highlight a player name and press the A Button. A highlight will appear on the action menu to the right. Press ♠ or ♣ on the Control Pad to select an action, then press the A Button. Press the B Button to return control to the player card roster.



CREDITS

Select Credits to view the great crew behind All-Star Baseball 2003.

For the hottest hints and codes on ACCLAIM titles: Please call 1-900-407-TIPS (8477)

The cost of the call is \$.95 per minute. You must be 18 or have parental permission and have a touch-tone phone.

You know our games - now get to know our company.
Check out our exciting career opportunities!

AKlaim





THE TRADITION CONTINUES

©2002 Donruss Playoff LP, Arlington, TX 76011-6333

ACCLAIM LIMITED WARRANTY

Acclaim Entertainment, Inc. (ACCLAIM) warrants to the original purchaser only of this ACCLAIM software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which can not be pre-empted.

REPAIRS/SERVICE AFTER EXPIRATION OF WARRANTY

If your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

ACCLAIM CONSUMER SERVICES HOTLINE (516) 759-7800.

Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. Visit the official website at MLB.com. © MLBPA Official License – Major League Baseball Players Association. Visit the Players Choice on the web at www.bigleaguers.com. All-Star Baseball™ and Acclaim ® & © 2002 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Software Creations. All Rights Reserved. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2002 NBA Properties, Inc. All Rights Reserved. Acclaim ® & © 2002 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Digital Creations, Inc. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

www.acclaimsports.com

